L Number	Hits	Search Text	DB	Time stamp
11	1		USPAT; US-PGPUB	2003/08/20 10:16
29	2	6260059.URPN.	USPAT	2003/08/20 12:03
30	6	("5202977" | "6085224" | "6094673" | "6115712" | "6134580" | "6144989").PN.	USPAT	2003/08/20 12:08
34	1	agent with search near depth	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2003/08/20 13:12
35	3	agent with search near2 depth	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2003/08/20 13:17
51	0	agent same depth adj of adj search	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2003/08/20 13:18
52	6	agent same depth near2 search	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2003/08/20 13:19
53	0	agent same depth-of-search	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2003/08/20 13:22
55	6	agent same depth near2 search	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2003/08/20 13:47
56	0	depth adj of adj search	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2003/08/20 13:48
57	341	depth near search	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2003/08/20 13:48
58	26	depth near search same network	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2003/08/20 13:48
59	0	depth near search same network same domain	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2003/08/20 13:49
60	26	depth near search same network	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2003/08/20 13:49

L Number	Hits	Search Text	DB	Time stamp
-	1	"5734897".PN.	USPAT; US-PGPUB	2003/08/20 10:16
-	2	6260059.URPN.	USPAT	2003/08/20 12:03
-	6	("5202977" | "6085224" | "6094673" | "6115712" | "6134580" | "6144989").PN.	USPAT	2003/08/20 12:08
-	1	agent with search near depth	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2003/08/20 13:12
-	3	agent with search near2 depth	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2003/08/20 13:17
-	0	agent same depth adj of adj search	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2003/08/20 13:18
-	6	agent same depth near2 search	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2003/08/20 13:19
-	0	agent same depth-of-search	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2003/08/20 13:22
-	6	agent same depth near2 search	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2003/08/20 13:47
-	0	depth adj of adj search	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2003/08/20 13:48
-	341	depth near search	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2003/08/20 13:48
-	26	depth near search same network	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2003/08/20 13:48
-	0	depth near search same network same domain	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2003/08/20 13:49
-	26	depth near search same network	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2003/08/20 13:49

L Number	Hits	Search Text	DB	Time stamp
2	3	(("6144989") or ("6594684")).PN.	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2003/08/19 13:36
3	2	("5734897" | "5890146").PN.	USPAT	2003/08/19 13:39
4	5	6144989.URPN.	USPAT	2003/08/19 13:41
5	9	("5638494" | "5734897" | "5826020" | "5890146" | "6144989" | "6201948" | "6260059" | "6330586" | "6349325").PN.	USPAT	2003/08/19 13:46
7	7	(US-5890146-$ or US-5734897-$ or US-6260059-$ or US-6295535-$ or US-6349325-$ or US-6144989-$ or US-5638494-$).did.	USPAT	2003/08/19 13:58
8	0	((US-5890146-$ or US-5734897-$ or US-6260059-$ or US-6295535-$ or US-6349325-$ or US-6144989-$ or US-5638494-$).did.) and (search same depth)	USPAT	2003/08/19 13:59
9	0	((US-5890146-$ or US-5734897-$ or US-6260059-$ or US-6295535-$ or US-6349325-$ or US-6144989-$ or US-5638494-$).did.) and (search and depth)	USPAT	2003/08/19 13:59
10	2	((US-5890146-$ or US-5734897-$ or US-6260059-$ or US-6295535-$ or US-6349325-$ or US-6144989-$ or US-5638494-$).did.) and (search)	USPAT	2003/08/19 14:00
11	3202	((709/313-317,201,202) or (706/10)).CCLS.	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2003/08/19 14:02
12	89	(((709/313-317,201,202) or (706/10)).CCLS.) and (agent same domain)	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2003/08/19 14:02

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Iterative Statistical Language Model Generation.. - Hodjat, Franco.. (Correct)
interface (NLI)The NLI is based on the **Adaptive Agent** Oriented Software Architecture (AAOSA)Our Generation for Use with an Agent-Oriented **Natural Language** Interface Babak Hodjat Dejima Inc. 160 W
www-speech.sri.com/papers/hci2003-dejima.ps.gz

David R. McGee - Pacific Northwest National (2001) (Correct)
autonomous software agents developed in the **Adaptive Agent** Architecture (AAA) 7]The agents with respect to task and language (e.g.**natural language** and discourse)3) a "central" database
www.cs.ucsb.edu/PUI/PUIWorkshop/PUI-2001/a2.pdf

Applying the Adaptive Agent Oriented Software Architecture to .. - Hodjat, Amamiya (2000) (Correct)
VOL.E83-D, NO.5 MAY 2000 PAPER Applying the **Adaptive Agent** Oriented Software Architecture to the Parsing applic8F1C has so far been in the area of **natural language** user interfac81 In this applicpli -1 input
search.ieice.org/2000/files/../pdf/e83-d_5_1142.pdf

Designing the user-adaptive agent applied to mobile environment - Li (Correct)
Designing the user-**adaptive agent** applied to mobile environment Chunping Li TH
Their general form is as follows: MNE [Tab] **natural language** description where MNE is a abbreviation of
ftp.gmd.de/GMD/bgp-ms/KI97/li.ps

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Professor Nick Jennings

ARCHON: Cooperating Agents for Industrial Process Control

OVERVIEW

ARCHON (ARchitecture for Cooperative Heterogeneous ON-line systems) was Europe's largest ever project in the area of Distributed Artificial Intelligence (DAI). It devised a general-purpose architecture, software framework, and methodology which has been used to support the development of DAI systems in a number of real world industrial domains. Two of these applications, electricity transportation management and particle accelerator control, have been run successfully on-line in the organisation for which they were developed (respectively, Iberdrola an electricity utility in the north of Spain and CERN the European Centre for high energy physics research near Geneva).

These pages recount the problems, insights and experiences gained whilst deploying ARCHON technology in these real-world industrial applications. Firstly, it gives the rationale for a DAI approach to industrial applications and highlights the key design forces which shape work in this important domain. Secondly, the ARCHON framework is described - with a special emphasis being placed upon the implementation architecture. Thirdly, detailed descriptions of the Iberdrola and CERN applications are given - the motive for a DAI approach is outlined, the multiple agent systems which were built are described, and the benefits which accrued are stated. Finally, the lessons distilled from this work are discussed so that the engineers of future DAI systems may profit from our experiences.

SELECTED PUBLICATIONS

System Architecture

N. R. Jennings, E. H. Mamdani, J. Corera, I. Laresgoiti, F. Perriolat, P. Skarek and L. Z. Varga: "Using ARCHON to develop real-word DAI applications", IEEE Expert, 1996, 11 (6) 64-70.

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T. Wittig, N. R. Jennings and E. H. Mamdani: "ARCHON - A Framework for Intelligent Cooperation", IEE-BCS Journal of Intelligent Systems Engineering - Special Issue on Real-time Intelligent Systems in ESPRIT, 3 (3) 1994, 168-179.

N. R. Jennings, and T. Wittig: ARCHON: Theory and Practice, Distributed Artificial Intelligence: Theory and Praxis (eds. N. M. Avouris and L. Gasser), Kluwer Academic Press, 1992, 179-195.

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N. R. Jennings, J. M. Corera, I. Laresgoiti: "Developing Industrial Multi-Agent Systems", (Invited Paper), First International Conference on Multi-Agent Systems (ICMAS'95), San Francisco, CA., June 12-14, 1995, 423-430.

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Giuseppe De Giacomo, Hector J. Levesque, Sebastian Sardiña
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2 Parallel execution of prolog programs: a survey
Gopal Gupta, Enrico Pontelli, Khayri A.M. Ali, Mats Carlsson, Manuel V. Hermenegildo
July 2001 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 23 Issue 4
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3 Exploiting hierarchical domain structure to compute similarity
Prasanna Ganesan, Hector Garcia-Molina, Jennifer Widom
January 2003 **ACM Transactions on Information Systems (TOIS)**, Volume 21 Issue 1
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4 Parallel logic programming systems
Jacques Chassin de Kergommeaux, Philippe Codognet
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5 Natural-language retrieval of images based on descriptive captions
Eugene J. Guglielmo, Neil C. Rowe
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6 Session 11C: decision making: Satisficing strategies for resource-limited policy search in dynamic environments
Dmitri Dolgov, Edmund H. Durfee
July 2002 **Proceedings of the first international joint conference on Autonomous agents and multiagent systems: part 3**
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7 Extracting usability information from user interface events
David M. Hilbert, David F. Redmiles
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William W. Cohen
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11 Coordination of heterogeneous distributed cooperative constraint solving
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12 Fast detection of communication patterns in distributed executions
Thomas Kunz, Michiel F. H. Seuren
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13 Logical models of argument
Carlos Iván Chesñevar, Ana Gabriela Maguitman, Ronald Prescott Loui
December 2000 **ACM Computing Surveys (CSUR)**, Volume 32 Issue 4
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14 Technique for automatically correcting words in text
Karen Kukich
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15 A deductive question-answerer for natural language inference
Robert M. Schwarcz, John F. Burger, Robert F. Simmons
March 1970 **Communications of the ACM**, Volume 13 Issue 3
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18 Using coordination for cooperative constraint solving
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Jon Doyle, Thomas Dean
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increases, the need will arise for heterogenous **agents** working in a common environment. As a result, within its **search** space. For example, consider a **domain** in which mobile robots must share a three-lane choice of operators. Also assume a limit on the **depth** of **search**. Each **agent** will try planning within
www-cse.uta.edu/~cook/pubs/c10.ps

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increases, the need will arise for heterogeneous **agents** working in a common environment. As a result, with another **agent**'s plan. For example, consider a **domain** in which mobile robots must share a three-lane choice of operators. Also assume a limit on the **depth** of **search**. Each **agent** will try to generate a plan
lasi.lynchburg.edu/briggs_w/public/research/social.ps

Exhibiting Knowledge in Planning Problems to Minimize State.. - Edelkamp, Helmert (1999) (Correct) (6 citations)
results in solving current challenges to single-**agent search** such as the Fifteen Puzzle and Sokoban In the first phase we symbolically analyze the **domain** specification to determine constant and one-way consume linear space with respect to the **search depth**. Especially on current machines memory sensitive
www.informatik.uni-freiburg.de/~edelkamp/parser.ps.gz

Divide and Conquer in Multi-agent Planning - Ephrati, Rosenschein (1994) (Correct) (18 citations)
Divide and Conquer in Multi-**agent** Planning Eithan Ephrati Computer Science
a central planner that has global knowledge of the **domain** and of the **agents** involved. Our scenario involves applying a single operator)and let d denote the **depth** of the problem (the optimal path from the initial
ftp.huji.ac.il/users/jeff/aaai94eithan.ps.gz

The RBSE Spider - Balancing Effective Search Against Web Load - Eichmann (1994) (Correct) (17 citations)
and uses "RBSE-Spider/0.1" in the User-**Agent** field)low Web impact -retrieval should be portions of our user interface into the Mosaic/WEB **domain** [4]it became increasingly obvious that one area from a given URL passed as an argument limited **depth** first **search** from a given URL passed as an
mingo.info-science.uiowa.edu/eichmann/www94/Spider_A4.ps

A Policy Based Role Framework for Access Control - Lupu, Marriott, Sloman.. (1995) (Correct) (8 citations)
representing a user, human manager or an automated **agent** which can initiate activites within the system define a relationship between a subject (manager) **domain** and a target **domain** in terms of activities permissions assigned to a subject may require an in-**depth search** of all target objects in the system. The
hypatia.dcs.qmw.ac.uk/data/uk/dse.doc.ic.ac.uk/management/rbac95.ps.Z

KnightCap: A chess program that learns by combining.. - Baxter, Tridgell, Weaver (1998) (Correct) (4 citations)
discuss the algorithm from the point of view of an **agent** playing the game. Let S denote the set of all 10 times slower than Crafty-the best public-**domain** chess program-and 6,000 times slower than Deep know of no psychological studies investigating the **depth** to which humans **search** in backgammon, it is
wwwsyseng.anu.edu.au/~jon/papers/icml98.ps.gz

Foresight-based pricing algorithms in an economy of software.. - Tesauro, Kephart (1998) (Correct) (4 citations)
pricing algorithms in an economy of software **agents** Gerald J. Tesauro and Jeffrey O. Kephart IBM T. that have recently been extended to the **domain** of two-player zero-sum Markov games (Littman, on adaptations of: i) the classic minimax fixed-**depth search** algorithms used in two-player games such
www.research.ibm.com/infoecon/paps/ice98_fs.ps

Integrating Planning and Execution in Stochastic Domains - Dearden, Boutilier (1994) (Correct) (9 citations)

sequence of world states through which the planning **agent** progresses by executing that plan. Dean et al. Integrating Planning and Execution in Stochastic **Domains** Richard Dearden Department of Computer and sacrifice optimality by **search**ing to a fixed **depth** and using a heuristic function to estimate the
www.cs.ubc.ca/spider/dearden/Papers/_download_/search.ps

Exploiting Graph Properties of Game Trees - Plaat, Schaeffer, Pijls, de Bruin (1996) (Correct) (6 citations)
this is the small-is-quick approach from single-**agent** optimization (Pearl 1984)This paper of high performance. An important experimental **domain** for **search** algorithms has been the field of game practice by at least 25%For over a decade, fixed-**depth** Alpha-Beta **search**ing has been considered a closed
theory.lcs.mit.edu/~plaat/AAAI96-final.ps.gz

Applying Online Search Techniques to Reinforcement Learning - Scott Davies (1998) (Correct) (1 citation)
such cases. We examine "local" **search**es, where the **agent** performs a finite-**depth** lookahead **search**, and done? In this paper, restricted to deterministic **domains**, we investigate the idea that rather than "local" **search**es, where the **agent** performs a finite-**depth** lookahead **search**, and "global" **search**es, where
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AIDA* - Asynchronous Parallel IDA* - Reinefeld, Schnecke (1994) (Correct) (2 citations)
solution value. Typical examples include single-**agent** games like the 15-puzzle [Korf, 1985]VLSI program. Taking the 15-puzzle as an application **domain**, we achieved an average speedup of 807 on a 1024 [Korf, 1985]that performs a series of independent **depth**-first **search**es, each with the cost-bound
www.bch.msu.edu/labs/kuhn/web/volker/postscripts/ai_94.ps.Z

Learning Resource Allocation Strategies for Game Playing - Markovitch, Sella (1996) (Correct) (1 citation)
2. Resource Allocation Strategies Assume That An **Agent** Is Facing A Sequence Of Tasks That It Intends To extra resources. The methodwas implementedin the **domain** of checkers, and experimental results show that minimax procedure will perform worse as the **search depth** increases, since the errors of the evaluation
www.cs.technion.ac.il/~shaulm/papers/coin96.ps.gz

Evolutionary Neural Networks for Value Ordering in.. - Moriarty, Miikkulainen (Correct) (2 citations)
task (Barto et al. 1989 Grefenstette 1990)an **agent** observes a state of the system and chooses from a The SANE approach should extend well to other **domains** where heuristic information is either difficult see (Kumar 1992)Most CSP methods are based on **depth**-first **search** with backtracking. When variables
ftp.cs.utexas.edu/pub/AI-Lab/tech-reports/UT-AI-TR-94-218.ps.Z

Integrating Explanation-Based and Inductive Learning Techniques.. - Estlin (1996) (Correct)
a list of actions that can be used by an execution **agent** to perform a task with little or no human and is crucial for efficient planning in most **domains**. Machine learning techniques enable a planning
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Design and Implementation of a Parallel Constraint.. - Platzner, Rinner (Correct)
most common parallel CSP algorithms as distributed-**agent**-based (DAB)parallel-**agent**-based (PAB) and c 1 c 6 .Each node is assigned with the **domain** of the variable D 1 D 5 .In the dual which explore the **search** space of the CSP by a **depth**-first **search**. Many improvements over simple
www-iti.tu-graz.ac.at/de/people/rinner/../../publications/papers/tr9604.ps.gz

Reusable Strategies for Software Agents via the Subsumption.. - Greg Butler (Correct)
Reusable Strategies for Software **Agents** via the Subsumption Architecture Greg Butler, does one reuse strategies for **agents** in the same **domain**? Of course, these questions are related, and so unpredictable environment, and the focus on '**depth**' **search** to provide solutions was not timely
www.cs.concordia.ca/~faculty/gregb/home/PS/ssr99-agents-subsumption-long.ps.gz

On-line Relaxing and Off-line Learning of Effective Social Laws - Will Briggs (Correct)
is to be practical. We propose a method by which **agents** may reduce both planning and communication costs
lasi.lynchburg.edu/briggs_w/public/research/ieee.ps

Exploiting Parallelism in Constraint Satisfaction for.. - Platzner, Rinner, Weiss (1995) (Correct)
simulation QSim [Kuipers 94]A parallel-**agent** based strategy (PAB) is used to solve the Given a set of n variables each with an associated **domain**, and given a set of constraints each involving a backtracking algorithms, which find solutions with **depth**-first **search**. Many sequential and parallel
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